

# swag

## Main theme of the Roman Games

1. It was for sport and spectacle.
2. Include the Ludi Romani: Circuses, naumachia, and munera.
3. Romans copied Greek models of art and literature but they saw the games as too individualistic as opposed to being centered on the spectator.
4. They thought Greek specialization in sport was useless because it was not in training directly transferrable to warfare.
5. The violence of the Roman games where a safety release for the societal tension going on, given the socioeconomic conditions during that time.
6. Ludi: a game in the sense of entertainment. Agon: Greek struggle.
7. This started the beginning for Bread and Circuses.

### 1. Why did the Romans stage these brutal games?

1. Ludi Romani created social and political unity. Games reminded Romans that bloody sacrifices and military aggression created Pax Romana.
2. Ludi Romani provided opportunities for all Romans to participate in the violence.
3. The ruling classes shaped Roman politics and social structure providing necessities and entertainment(bread & circuses) for the masses.
4. Ludi Romani were evidence to poor masses that they weren't not at the bottom of social structure. Better off them than the people in the pit.
5. Roman spectators were desensitized by the violence of Ludi Romani.
6. The games were designed to prevent rebellion and warfare.
7. Games were designed to teach young citizens that the price of maintaining the empire was a willingness to shed blood. Toughness and cruelty kept the empire intact.